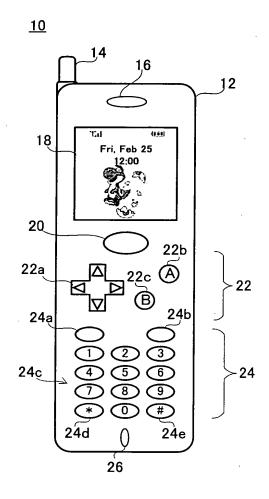
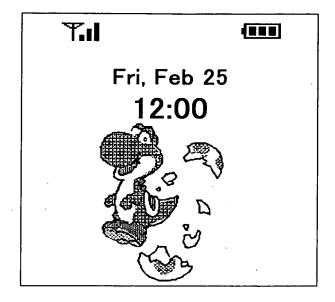
FIG.1



-3



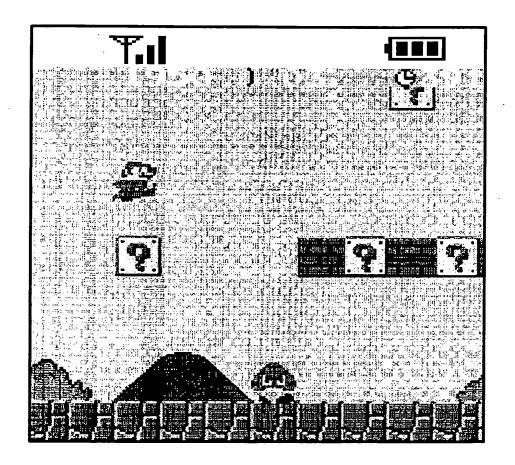
## FIG.3

## **T.11**

NET MENU
[1]INFORMATION
[2]PURCHASE OF GAME
[3]RANKING
[4]GAME INFORMATION
GAME MENU

►[5]SUPER MARIO DX [6]METOROID 2 [7]GOLF [8]END

FIG.4

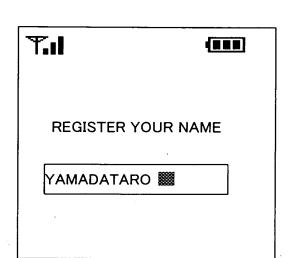




 $r_{\rm em}$ 

## FIG.6

(A)



(B)

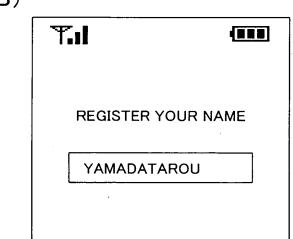


FIG.7

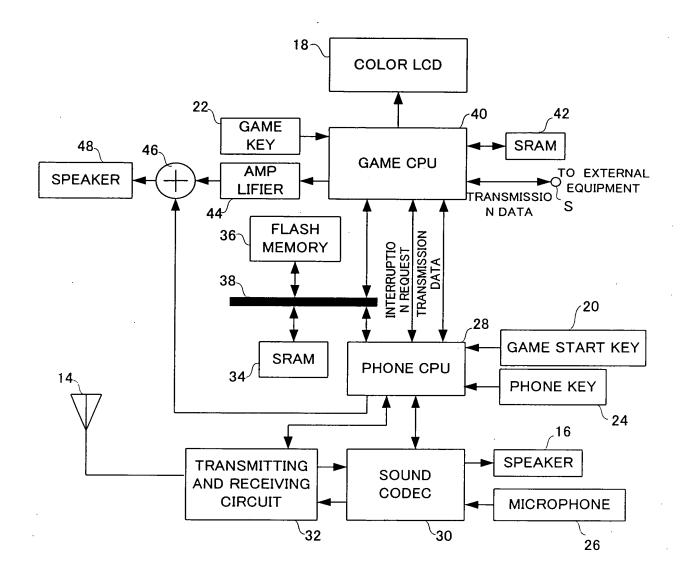


FIG.8

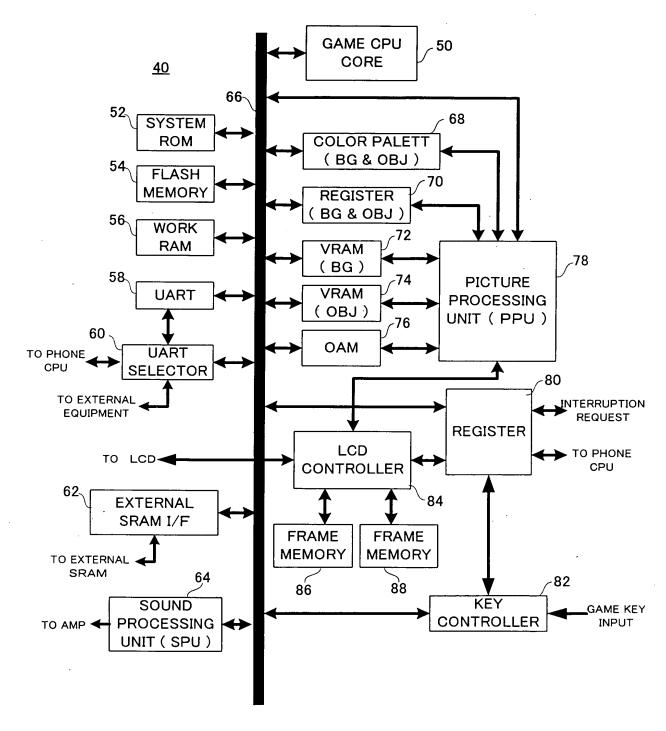
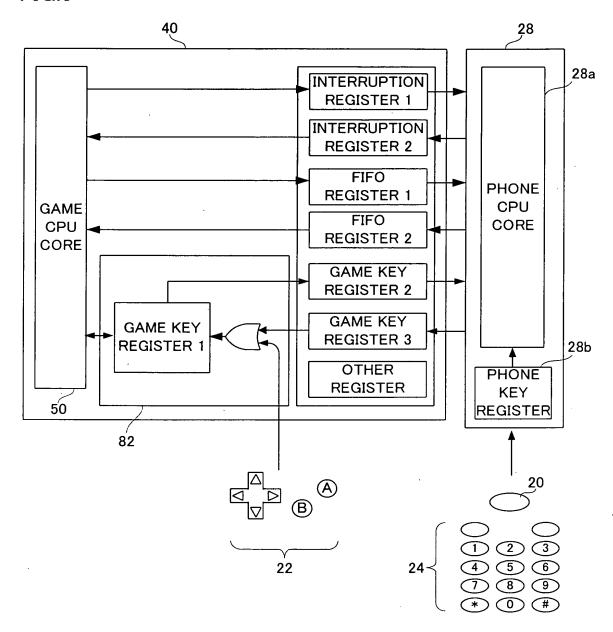
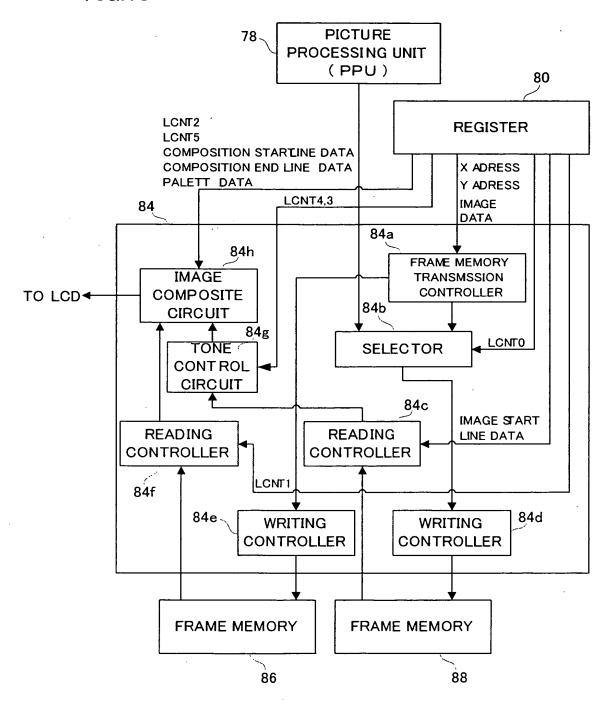


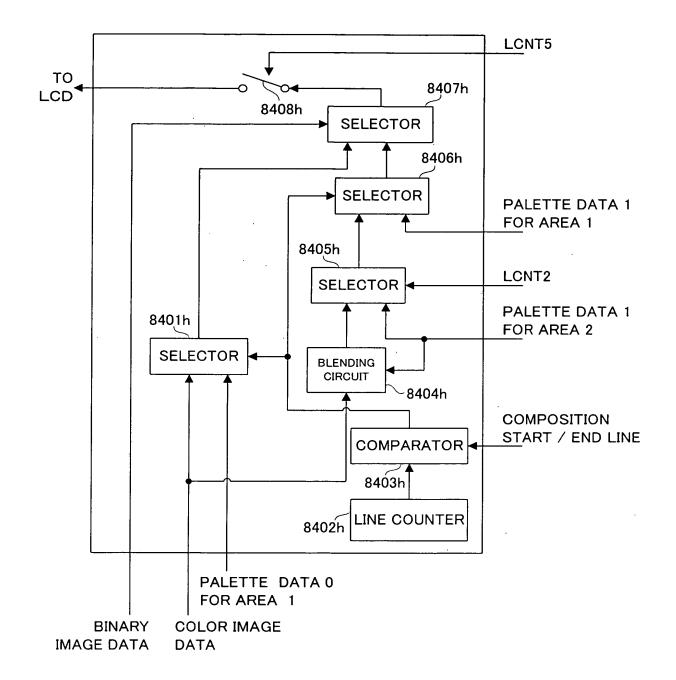
FIG.9



**FIG.10** 



**FIG.11** 



**FIG.12** 

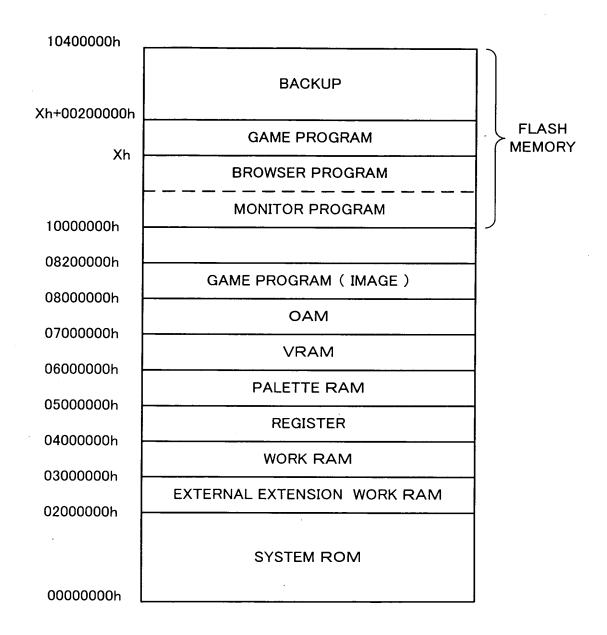


FIG.13

_	
	X ADDRESS FOR FRAME MEMORY 86
7	Y ADDRESS FOR FRAME MEMORY 86
	BINARY IMAGE DATA FOR ONE DOT
	X ADDRESS FOR FRAME MEMORY 88
	Y ADDRESS FOR FRAME MEMORY 88
	COLOR IMAGE DATA FOR ONE DOT
$\prod$	COMPOSITION START LINE DATA (FRAME MEMORY 86)
4	COMPOSITION END LINE DATA (FRAME MEMORY 86)
	IMAGE START LINE DATA ( FRAME MEMORY 88 )
	LCD CONTROL DATA
	PALETTE DATA 0 FOR AREA 1
	PALETTE DATA 1 FOR AREA 1
	PALETTE DATA 1 FOR AREA 2
	GAME CPU START FLAG
	FIFO REGISTER 1
	FIFO REGISTER 2
	GAME KEY REGISTER 2
	GAME KEY REGISTER 3
	INTERRUPTION REGISTER 1
	INTERRUPTION REGISTER 2

	d05	d04	d03	d02	d01	d00
_   _	LCNT5	L CNT4	L CNT3	LI CNT2 I	L CNT1	LCNTO

LCNT0: MODE SELECTION FLAG

0: PHONE 1: GAME

LCNT1: BINARY IMAGE OUTPUT CONTROL FLAG

0: INTERRUPTION

1: OUTPUT

LCNT2: COLOR IMAGE BLENDING CONTROL FLAG

0: NORMAL
1: BLENDING

LCNT4,3: COLOR IMAGE TONE CONTROL FLAG

00: INTERRUPTION 01: TONE DOWN

10: EQUALIZED TONE

11: TONE UP

LCNT5:LCD DISPLAY ON /OFF FLAG

0: DISPLAY ON 1: DISPLAY OFF

#### **GAME KEY REGISTER 1**

d7	d6	d5	d4	d3	d2	d1	q0
K7	K6	K5	l K4	К3	l к2	l K1	l ko

K7: SELECT KEY

K6: START KEY

K5: CROSS KEY(RIGHT)

K4: CROSS KEY(LEFT)

K3: CROSS KEY(DOWN)

K2: CROSS KEY(UP)

K1: B BUTTON

**K0: A BUTTON** 

#### **GAME KEY REGISTER 2**

d7	d6	d5	d4	d3	d2	d1	q0
1/17	1 1/10	l wr	1214	1 1410	1 1/10	1 1214	l icro
KI7	Kib	KIS	K14	KI3	KI2	KII	KI0

KI7: SELECT KEY

KI6: START KEY

KI5: CROSS KEY ( RIGHT )

KI4: CROSS KEY ( LEFT )

KI3: CROSS KEY ( DOWN )

KI2: CROSS KEY ( UP )

KI1: B BUTTON

KIO: A BUTTON

#### GAME KEY REGISTER 3

d7	d6	d5	d4	d3	d2	d1	q0
KO7	KO6	KO5	K04	I коз I	КО2	K01	KO0

KO7: SELECT KEY

**KO6: START KEY** 

KO5: CROSS KEY ( RIGHT )

KO4: CROSS KEY ( LEFT )

KO3: CROSS KEY ( DOWN )

KO2: CROSS KEY ( UP )

KO1: B BUTTON

KO0: A BUTTON

**FIG.16** 

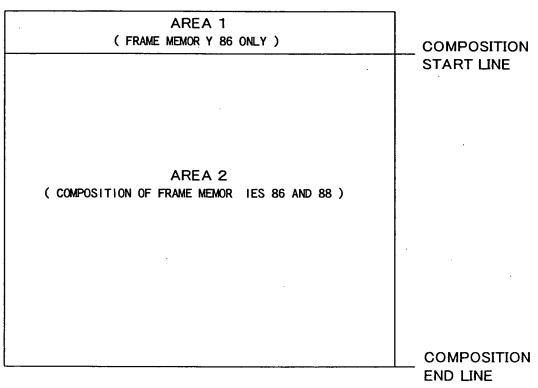


FIG.17

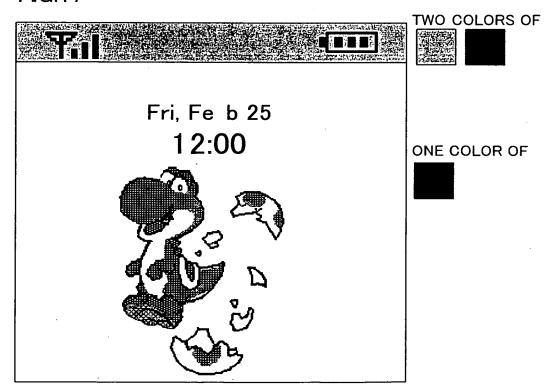
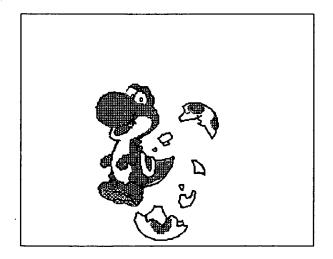
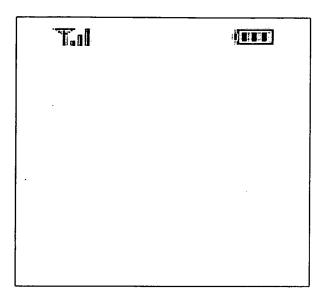


FIG.18

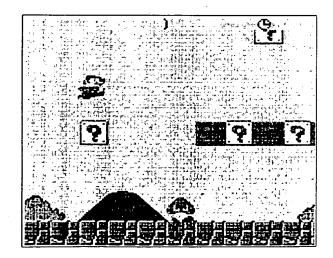
Fri, Fe b 25 12:00

FIG.19

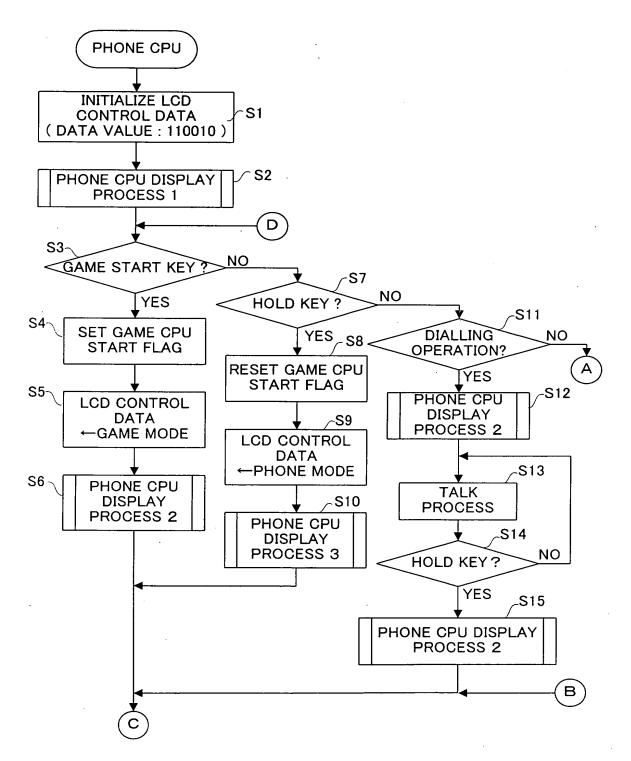


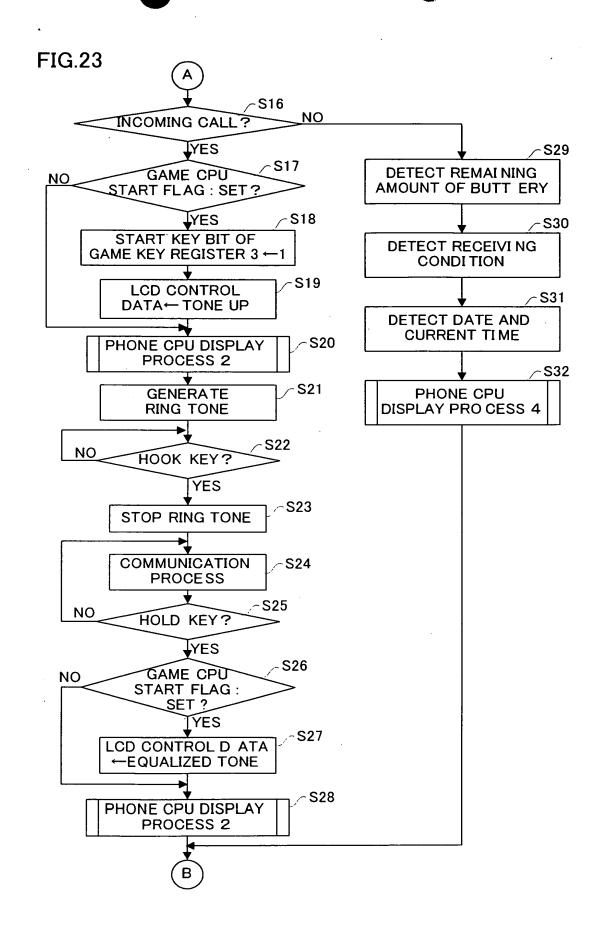


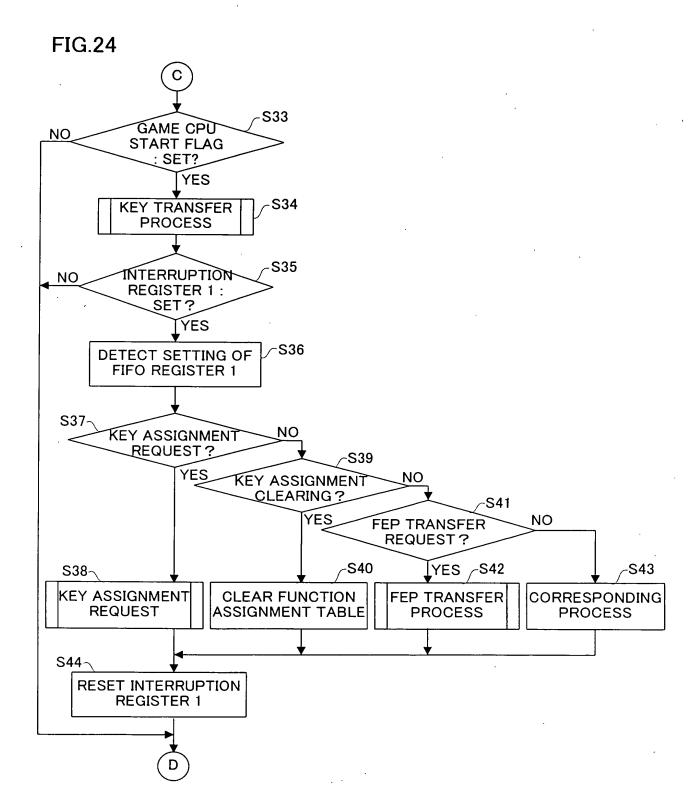
# FIG.21

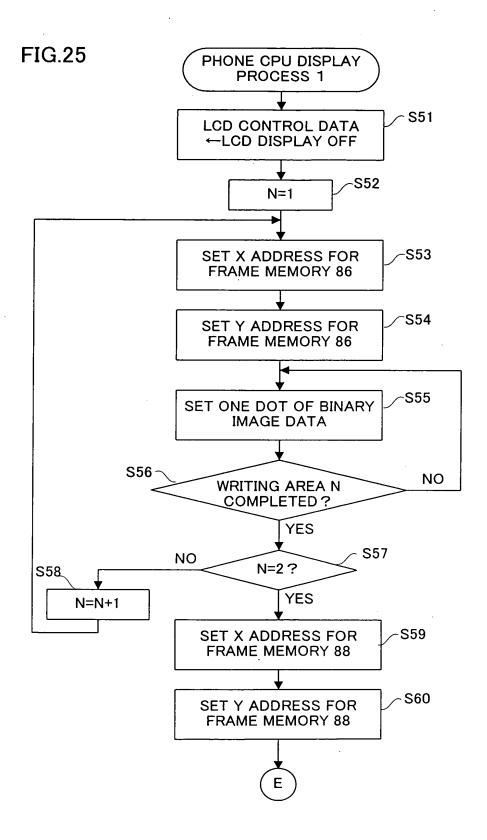


**FIG.22** 

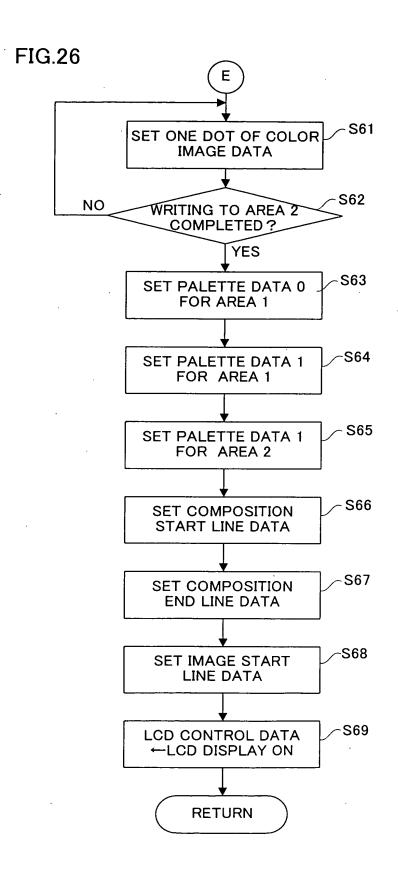






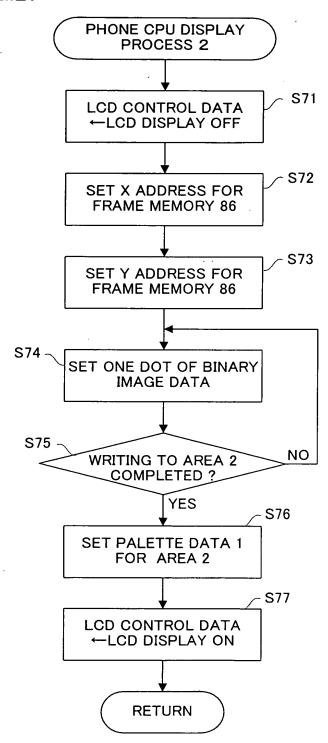


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**FIG.27** 



**FIG.28** 

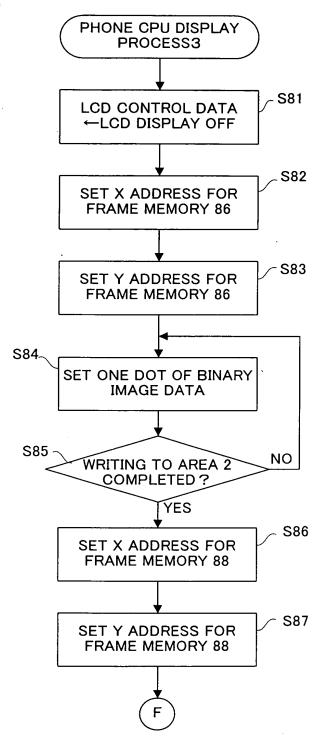
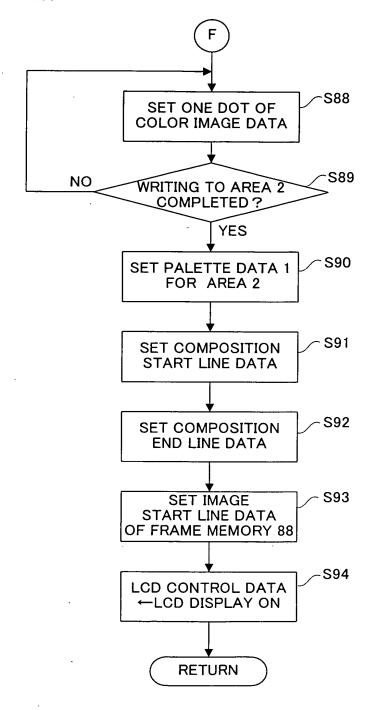


FIG.29



...

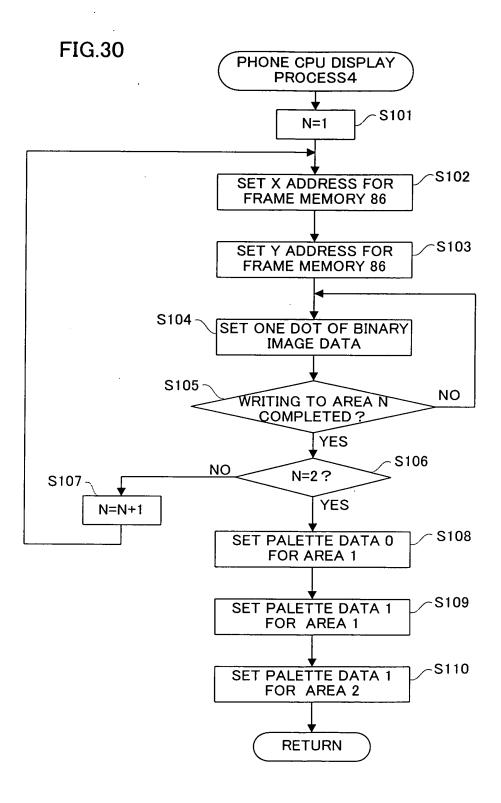
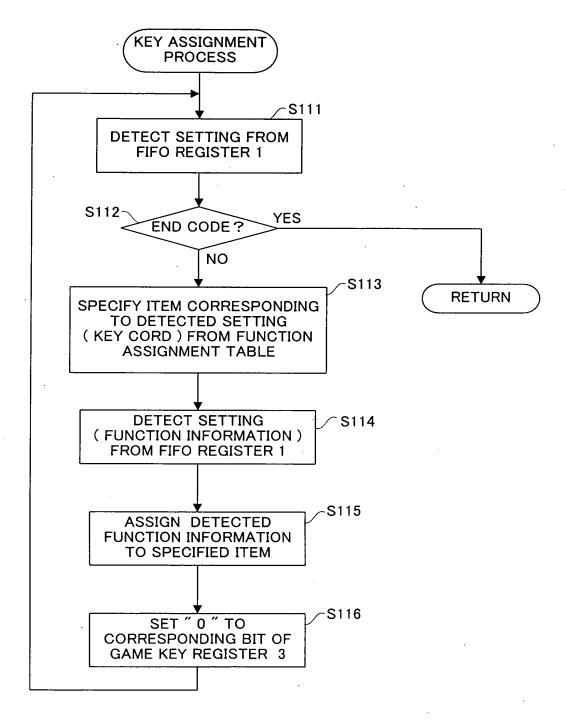


FIG.31



000000000101001: KEY ASSIGNMENT REQUEST 000000000001010: KEY CODE INDICATIVE OF [#]

000000010000000: FUNCTION INFORMATION INDICATIVE OF SELECT

000000000001011: KEY CODE INDICATIVE OF [\*]

000000001000000: FUNCTION INFORMATION INDICATIVE OF START

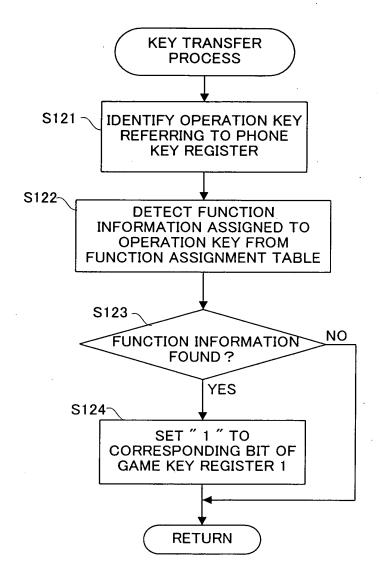
0000000000000000: END CODE

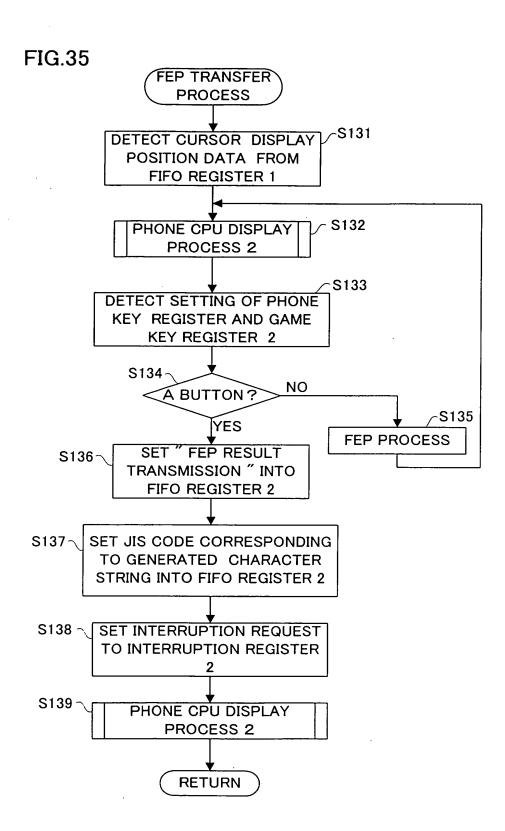
**FIG.33** 

#### <u>34a</u>

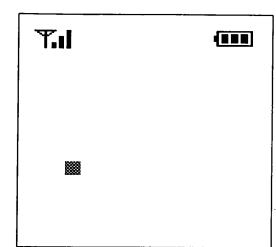
KEY	KEY CODE	FUNCTION INFORMATION
#	1010	SELECT
*	1011	START
0		
1		
2		
:	:	:
9		

FIG.34





(A)



(B)

REGISTER YOUR NAME

(C)

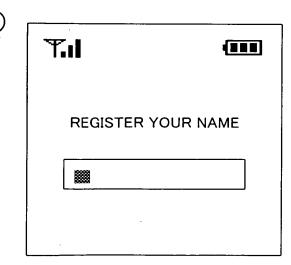
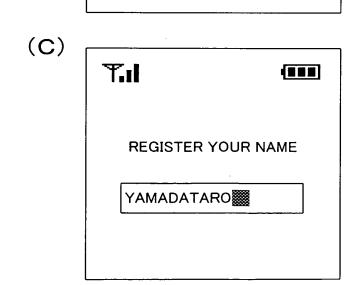


FIG.37		
(7 ()	T.il	
	VAMADATADO	
	YAMADATARO	

(B)

REGISTER YOUR NAME



(A)

**T.**..

(B)

**REGISTER YOUR NAME** 

YAMADATAROU

(C)

T.I

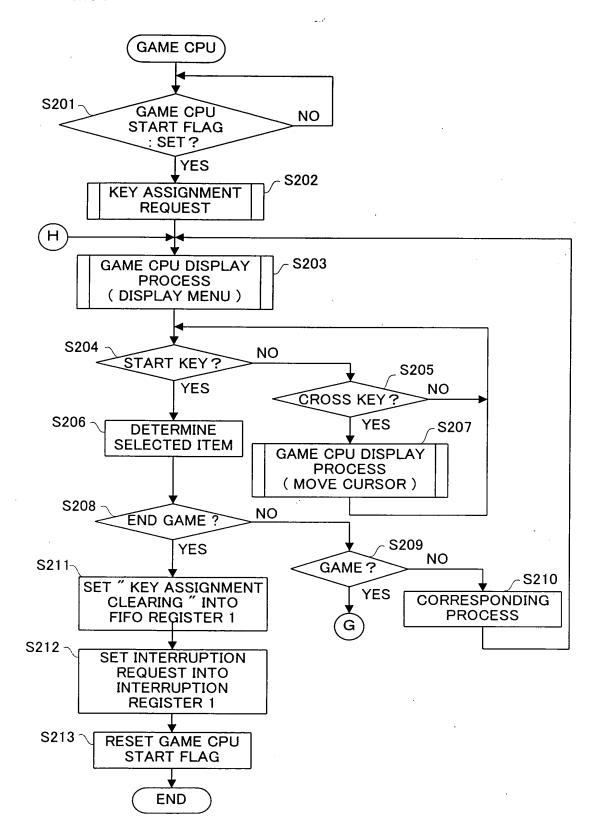
**REGISTER YOUR NAME** 

YAMADATAROU

ن: ٠

٠٠

**FIG.39** 



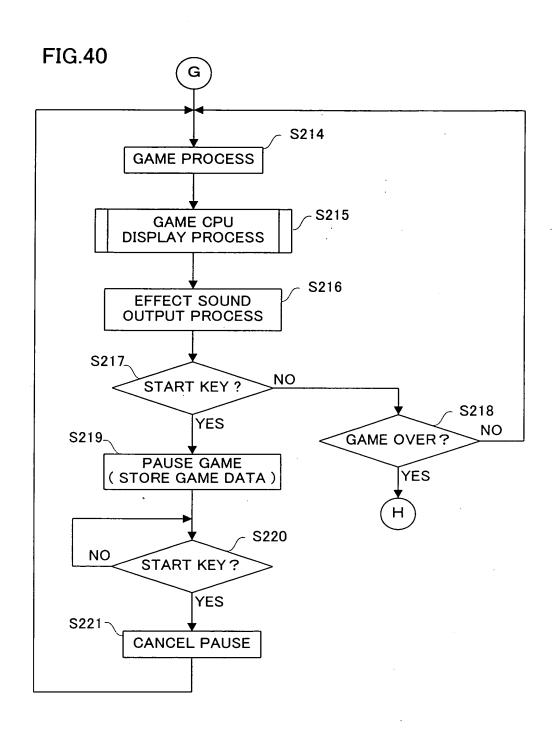
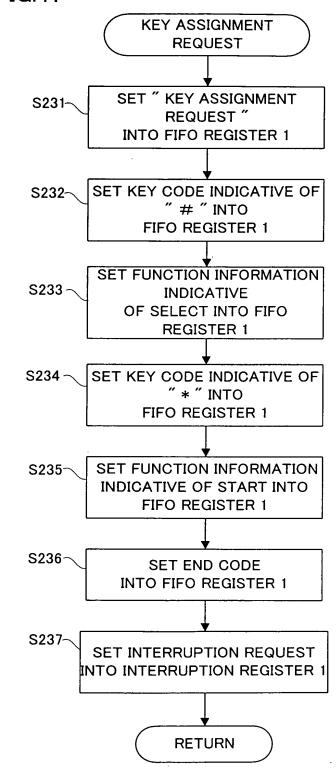
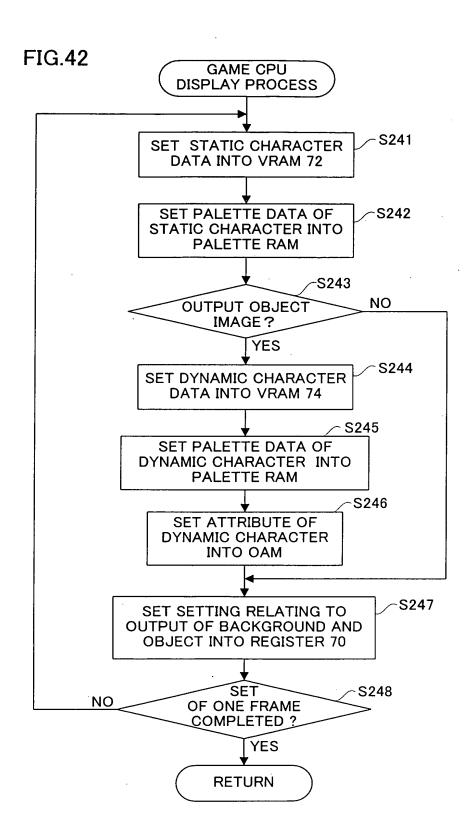
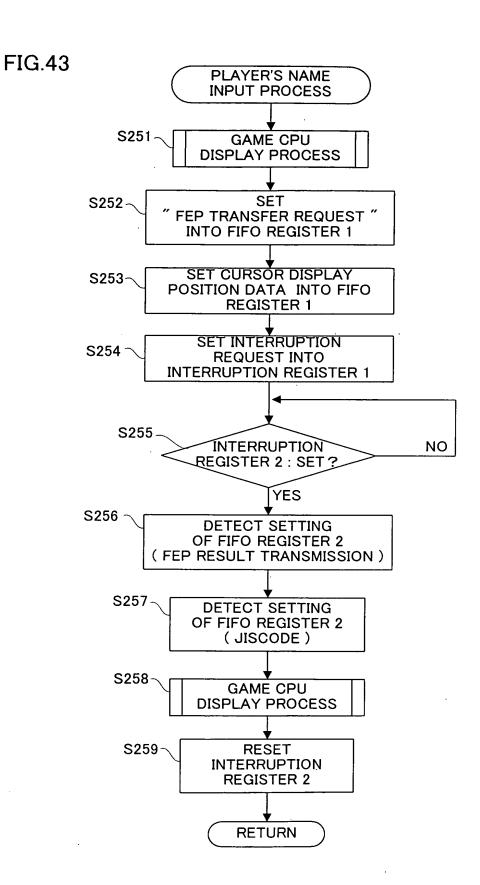
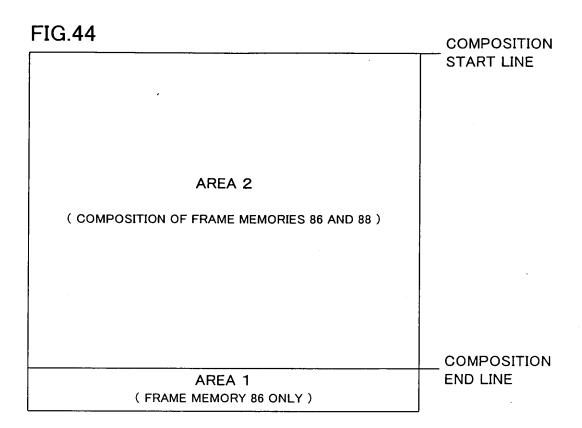


FIG.41









**FIG.45** 

